

### Claims

- sub C1
1. A method for determining access times of repeatedly broadcast objects in a broadcast channel using an unidirectional communication scheme in order to transmit the broadcast objects from a server side to a receiver side, **characterized in that** the broadcast object includes a header defining a repetition distance which is the distance between the completed transmission of the broadcast object and its next repetition, and a next reception point in time of said broadcast objects is calculated from a current time value and said repetition distance.
2. The method according to claim 1, **characterized in that** said repetition distance (R) specifies how many objects (A, B, C) will be transmitted after a specific broadcast object until this specific broadcast object will be transmitted again.
3. The method according to claim 1, **characterized in that** said repetition distance (R) specifies how much data will be transmitted after a specific broadcast object until this specific broadcast object will be transmitted again .
4. The method according to claim 1, **characterized in that** said repetition distance (R) specifies how long time it takes after a specific broadcast object until this specific broadcast object will be transmitted again.
5. The method according to <sup>claim 2</sup> ~~any one of claims 2 to 4~~, **characterized by** an upper bound which specifies a maximum value for the repetition distance (R).
6. The method according to <sup>claim 2</sup> ~~any one of claims 2 to 5~~, **characterized in that** the repetition distance specifies an absolute value in the form of a repetition time.
7. The method according to <sup>claim 1</sup> ~~any one of claims 1 to 6~~, **characterized in that** on the server side a broadcast cycle generator (see Fig. 3) describes a broadcast cycle as a sequence of segments and a sequence of objects, the sequence of objects describing which objects belong to the broadcast cycle and how often each object is included in the broadcast cycle, and the sequence of segments describing the transmission order of segments of all objects.
- sub D2

1     8. The method according to claim 7, **characterized in that** a parameter specifying an allocated bitrate for the transmission of objects is added if the repetition distance is encoded as a time value.

a     5     9. The method according to claim 7 ~~or 8~~, **characterized in that** in a DAB system the broadcast cycle generator (9) receives object parameters from a server application block (10), calculates the repetition distance of each object and selects segments for the transmission.

a     10     10. The method according to <sup>Claim 1</sup> ~~any one of claims 1 to 9~~, **characterized in that** a broadcast object decoder (21) retrieves a unique identifier of an object (Id) and the repetition distance and obtains the current time value from a time service (22), and an absolute value for a reception point in time is calculated from the repetition distance and the current time value and is stored together with the object (Id).

15     11. The method according to claim 10, **characterized in that** a data object requester (23) allows to request certain objects by an object identifier (Id) and allows to request the next reception point in time of an object.

20     12. The method according to claim 11, **characterized in that** the data object requester (23) can use the repetition distance as repetition time information for managing a cache.

a     25     13. The method according to <sup>claim 1</sup> ~~anyone of claims 1 to 12~~ **characterized in that** it is used in a progress indicator.

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